

GALACTIC GLADIATORS

MISSION II#07



Once Anakin Skywalker and Padmé Amidala are captured in the droid factory, Count Dooku orders them executed, along with Obi-Wan Kenobi, in the Geonosian arena. As they are moved out to the execution columns, to be chained in place, Padmé finally confesses her love for Anakin, knowing that a love affair between a Jedi and a Republic Senator can hardly ruin their lives if their lives aren't going to last much longer, anyway.

Chained to the execution columns, Anakin, Obi-Wan, and Padmé watch helplessly as Geonosian picadors usher three horrible creatures into the arena pit.

"Galactic Gladiators" recreates the attempted executions of Obi-Wan Kenobi, Anakin Skywalker, and Padmé Amidala in the Geonosian arena. Use the Arena Pit section of the Geonosis poster map. Place the Execution Pillars and Shattered Pillar tiles on the battle grid as shown on the map.



MAP KEY

- Republic Setup Area
- Separatist Setup Area
- Nexu Tile
- Reek Tile
- Acklay Tile

REPUBLIC SETUP

The Republic force consists of Obi-Wan Kenobi, Anakin Skywalker, and Padmé Amidala, totaling 76 points. If the Republic player chooses not to use the suggested forces listed below, she can build an 86-point force of her own, but it must include at least two unique characters (such as Anakin Skywalker and Padmé Amidala).

The Republic player must set up Obi-Wan Kenobi, Anakin Skywalker, and Padmé Amidala in the spaces indicated on the map.

Jedi Knights: Obi-Wan Kenobi (General Kenobi)	36
Anakin Skywalker	25
Republic Force: Padmé Amidala	15
	76

VICTORY CONDITIONS

The Republic player wins the scenario by defeating at least two of the three arena beasts.

SEPARATIST SETUP

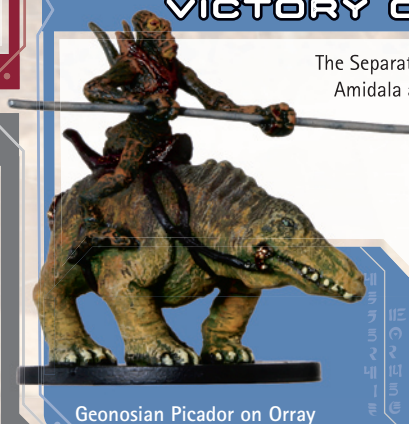
The Separatist force consists of three Geonosian Picadors on Orrays, plus three terrible beasts: the acklay, the nexu, and the reek. If the Separatist player chooses not to use the suggested forces listed below, he can build a 146-point force of his own. None of these may be unique characters. See the Special Rules appendix for the arena beasts' statistics.

The Separatist player must set up the arena beasts in the squares indicated on the map. Each of the three Geonosian Picadors on Orrays must be set up adjacent to one of the arena beasts, and each arena beast must have one Geonosian Picador on Orray adjacent to it.

Geonosians: 3 Geonosian Picadors on Orrays	39
Arena Beasts: Acklay (tile)	50
Nexu (tile)	24
Reek (tile)	33
	146

VICTORY CONDITIONS

The Separatist player wins by defeating Padmé Amidala and at least one of the Jedi.



Geonosian Picador on Orray

SPECIAL SCENARIO RULES

The following special rules are in effect for this mission:

Force Powers: Obi-Wan Kenobi and Anakin Skywalker may use the Force Jump and Force Throw powers. See Special Rules (page 91–92) for more information on these Force Powers.

Jedi Mind Trick: Obi-Wan Kenobi or Anakin Skywalker may attempt to take control of an adjacent arena beast using the Force. Using this ability replaces the Jedi's attack, and arena beast is allowed to attempt a save of 11; the arena beast gains a +1 bonus on its save for each 10 points of damage it has taken.

Once an arena beast comes under the control of the Republic player, it loses its Savage special ability, but still does not benefit from commander effects. The arena beast remains under the Republic player's control as long as the Jedi remains adjacent to it. During this time, it counts as defeated for purposes of fulfilling the Republic player's Victory Conditions.

Chained and Helpless: The Republic characters have been chained to columns for their executions. While they remain chained, they cannot use Force Powers, nor may they move to any square that is not adjacent to the column to which the character is chained.

Padmé Amidala, having smuggled in a lock pick, may free herself by making a save of 13; doing so replaces her turn.

Obi-Wan Kenobi and Anakin Skywalker may free themselves by allowing one of the arena beasts to attack them at a +4 bonus on the beast's attack roll. If this attack misses, the Jedi is freed as his bonds are shattered instead, and he may act normally on his next activation.

Improvised Weapons: The Republic characters have also been disarmed; they may not attack until they have escaped their chains and armed themselves. A Republic character may arm himself or herself with one of the weapons described below.

Length of Chain: A freed character may attack with loose chains. The character gains the Melee Attack special ability (if he doesn't already have it) and deals 5 Damage.

Picador's Spear: The character may move to the square in which a Geonosian Picador was defeated and pick up the picador's spear. This grants the character the Melee Attack special ability (if he doesn't already have it) and changes the character's Damage to 10. The spear also allows the character to deal triple damage on a critical hit, instead of double damage.

Stubborn Beasts: The arena beasts are not willing participants in the execution. To successfully activate an arena beast, an adjacent Geonosian Picador on Orray must make an attack roll against the beast, with a +4 bonus on the attack roll. If the roll is successful, the arena beast may be activated; if not, neither the beast nor the picador may move that round. If the picador's roll is a natural 1, the arena beast attacks the picador instead. When the picador attacks the arena beast in this fashion, the attack deals damage as normal, but the beast may avoid the damage if it makes a save of 11.

The Separatist player must continue this process until the arena beast is close enough to attack a Republic character, after which the arena beast may be activated as normal.

Rules of Execution: A Geonosian Picador on Orray can only attack an enemy character that has attacked it.

Separatist Reinforcements: If a Geonosian Picador has been defeated, another Geonosian is dispatched to take his place. If the Separatist player's initiative roll is an odd number, the Separatist player may place one Geonosian Picador on Orray behind any of the large doorways leading into the Arena Pit.

These reinforcements are placed on the battle grid immediately before the Separatist player's first activation of the round.

CAMPAIGN PLAY

If you are playing this mission as part of the *Ultimate Missions: Clone Strike* campaign, the Republic player has 80 points available from her pool of forces; the Separatist player has 150. Each player gets 1 Victory Point for achieving his or her Victory Condition. □